



MCCC NEWS

Mid-Cities Commodore Club, Inc.

November Vol. 3 Issue 11



PRESIDENT'S COLUMN

BILL RAECKE

THE FUTURE OF HOME COMPUTING

We have been hearing, for about a year now, about the death of the home computer industry. It seems that as the gloss has faded from video arcade games, the sales of home computers has dropped off. Is this really the end of the industry as we know it? Will we be left in a few years with nothing available except high-priced, low-performance IBM PC's and their clones? I think not. The gloom and doom soothsayers tend to overlook several important facts when they make their dire predictions.

Most importantly, the sales of home computers has not dropped off to nothing. What really happened is that sales were given a tremendous and unrealistic boost with the advent of arcade games. Many companies were formed trying to take advantage of that fad. When the fad died, so did many of those companies. The important thing to note, however, is that even though sales have dropped off significantly, the number of computers in the home is still on the rise; although not at the astronomical rate that it once was. One other important fact: The number of homes which have computers is significantly greater than it would have been without arcade games. It seems that many people who bought them originally for the games have discovered since having them in their homes that there are many other useful purposes to which they can be put. Families who have

made this discovery are likely to tell their friends who are then potential buyers. And so the trend is likely to continue exponentially once the current flat spot is past.

Another argument that is continually made is that there is no valid use for a home computer. The argument goes that once people get them into their homes, they don't know what to do with them. It may be true that there are a certain percentage of owners who never learn to use them. Perhaps they bought one to keep up with the Joneses. Or maybe they were talked into it by a smooth-talking salesman who convinced them that all they needed to do was to plug it in and immediately their home would run itself. Maybe there has been some amount of oversell. But anyone who has used a word processor and printer would scoff at a typewriter. And anyone who has used a financial package to help them make a better decision on buying a home or a car could tell you that it can pay for itself in just that one usage. (There are a lot of things banks won't tell you unless they have to). Even filling out the annual income tax forms becomes easier and more accurate when done on your computer.

There is one other identifiable reason for the current slump - one that has recently been corrected. In the past several years there have been no major developments in home computers. The last really exciting thing to hit the market was the C64.

Cont'd on page 3



The MID-CITIES COMMODORE CLUB is a non-profit organization devoted to the collection and dissemination of computer knowledge, to the encouragement of computer education and to the use of Commodore computers in the home, at school and in business. Appropriate and legal use of all types of software is encouraged by this club.

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Our meetings are open to all. Yearly membership dues are \$20.00 and entitle the member to a monthly mailed copy of the MCCC NEWS, the club newsletter, library copying privileges, attendance at any or all chapter and club meetings as well as participation in club-sponsored classes. Dues are paid on a calendar year basis and new members who join after March 31 of each year pay prorated dues for the months remaining.

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The deadline for submissions to the MCCC NEWS is the third Saturday of each month. PAYMENT MUST ACCOMPANY CAMERA-READY AD COPY. Make all checks payable to Mid-Cities Commodore Club and mail to MCCC NEWS, P.O. Box 1578, Bedford, Texas 76021.

MEETINGS

Nov. 9 GRAND PRAIRIE CHAPTER 1:30 PM
G. P. Public Library

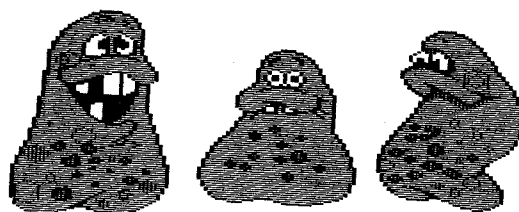
ARLINGTON CHAPTER 10:00 AM
Downtown Arlington Library

Nov. 16 FT. WORTH CHAPTER 1:30 PM
General Dynamics Rec. Area

HURST-EULESS-BEDFORD 1:30 PM
Hurst Recreation Center

Nov. 16 is the NL Deadline
for the December Issue.

Nov. 18 FT. WORTH NIGHT CHAPTER 7:00 PM
St. Elisabeth Episcopal Church



Nov. 19 GRAND PRAIRIE CHAPTER 6 PM
G. P. Public Library

Dec. 7 Board of Directors Mtg. 10:00 AM
Western Hills Inn

↑ ↑ COMING UP ↑ ↑

It was the machine that really made home computing a reality. The Macintosh came on the scene, and for a while it looked as though it had real potential for the home. But it's lack of colors, high price, and limited memory and disk space combined to take the lustre from it almost before it got started. And so we were left with the C64. The C64 is still one of the very best computers in the market, but a high-tech industry, in order to continue to grow, must continue to develop new technologies.

Now, suddenly, all that has changed. Within the past few months we have seen the release of three new computers which are pushing the limits of technology. Atari has released the 520ST - a machine that reportedly delivers what the Macintosh promised - color, more memory, and about half the price. And Commodore has released both the C128 and the Amiga. The C128 should be the new C64 of the marketplace. The low price, faster disk drive with more

storage, excellent Basic, and double the memory of the C64 make it the perfect home computer. Add to that the software base already available for the C64 which can also be run on the C128 and I don't think it can be touched. Then, of course, there is the Amiga. The Amiga is a computer that not only pushes the limits of technology -- it defines them. Things are now possible that simply weren't possible on a single computer until now. It does things that most of us computer nuts haven't dared dream about, and it does them at a price that should have users cheering and competition cursing for years to come.

The slump should be over. That portion of the slump attributable to the death of video games has past. With the advent of these new computers to bring exciting new technologies into the home, we should be seeing computer sales grow at ever-increasing speeds. We're not seeing the end of the industry - only the beginning.



Nobody Beats

Babbage's

SOFTWARE FOR THE HOME

The largest selection of home computer software !

ON-LINE

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ROCKVILLE COMMODORE USERS GROUP

XMOBUF 7.3: In this, the second of a two-part series on XMODEM, let's look at a public domain terminal program, XMOBUF 7.3 by Chris Kaiser, that incorporates the protocol. Recently offered on Compuserve, the program should now be making the BBS rounds. The program comes with an adequate doc file, which you should read before going on-line.

XMOBUF 7.3 features XMODEM and ASCII file transfers, local and host echos, a 17K receive buffer, and support for a wide assortment of modems. The compiled code is swift enough to run at 300 and 1200 baud. Communication is fixed at 8 bit word size, no parity, with X-ON/X-OFF signal acknowledgement, in true ASCII. Unfortunately, disk "wedge" functions are limited to directory displays and some automatic error channel reads; you can't issue such familiar commands as scratch, rename, and validate, an omission sorely felt after aborted downloads.

XMOBUF 7.3 admirably supports many of the popular modems for the C-64. Autodial is possible on the 1650, 1660, Westridge, Mitey Mo, and Hayes compatible units. Autoanswer works on the 1650, HESII, Mitey Mo and Westridge models. However, autoanswer is merely a convenience here; the answering party must be present for things to progress beyond going on-line; this is no BBS base station program.

XMOBUF works in a fairly straightforward manner. On-screen prompts, and clear menus make it relatively easy to use. However, there are a few quirks and some procedures demand patience and care. My cohorts and I have had varying degrees of success with this program. Here's what you can expect.

At the program's outset, you must set several variables which may not be changed later. These include screen, border and text colors, printer configuration (secondary address-- the default is 7), baud rate (300 or 1200) and keyboard echo "mode". The "mode" is either BBS (no local echo) or 64 to 64 (local echo). Unchangeable are word size/parity, stop

bits and nulls after carriage return, a fact that limits XMOBUF for general telecommunications, but not for XMODEM transfers, which require the program's default settings. In addition, you must exit and re-run the program to reset the changeable parameters, making XMOBUF less robust than its kindred.

Once past these preliminaries, you reach terminal mode; a header, which later scrolls off the screen, reminds you of the main function key assignments; F1 invokes the main menu; F5, F7 and F8 open, close and clear the buffer respectively. The main menu, a clear, double spaced slate, occupying a full screen, is self-explanatory. In 64 to 64 mode there's a helpful reminder that senders go first in XMODEM exchanges.

The "BUF" in XMOBUF refers, of course, to the program's receive buffer. When the buffer is first turned on, a line appears saying it's opened and the number of available bytes. Another line confirms buffer closure. These sole reminders will later scroll from view, so don't forget your buffer's status. Unlike some software, XMOBUF 7.3 doesn't let you fill your buffer off-line from the keyboard, in local echo mode; there's no built-in text editor either. You must therefore use other programs (i.e., word processors) to write your text files. The buffer menu shows a thoughtful header on remaining free bytes and the number of disk blocks needed to save captured data--nice touch. Buffer menu items are fairly standard; the buffer may be displayed, printed, saved, loaded from disk, or transmitted.

One of the nicest features of XMOBUF is automatic transmission of operator status messages in 64 to 64 mode. Whenever you exit terminal mode, your correspondent receives a message, preceded by ";;", as to what you're doing. For instance, when you switch to main menu, the other side gets a line, ";;OTHER OPERATOR GONE TO MAIN MENU." Similar anti-anxiety cues are forwarded when you check your directory or leap into XMODEM uploads.

The heart of XMOBUF 7.3 is its implementation of the XMODEM protocol. Prompts differ slightly between "modes", but transfer procedures are essentially the same. Do your preliminary work in

terminal mode; make sure the receiver is ready to stand by. Next, the sender goes to main menu and XMODEM upload. The sender is asked if the receiver is ready; a "yes" triggers a sender prompt for file name and type. Three things need to be remembered here. First, a file-not-found error, without further notice, dumps the sender to main menu. Second, enter the file type in lower case, even though the prompts are in upper case. Third, to send a Commodore ASCII sequential file without translation to true ASCII, enter "o" (for override) as the file type. The sender is then told that the first XMODEM block is read into a buffer and the system is awaiting the receiver's first NAK signal. Once the transfer begins, the sender's screen displays each consecutive block number, along with ACK/NAK signals. Note that NAK appears while a block is being sent; ACK's come after each block. Know, too, that while bad blocks are retransmitted, it may look like nothing is happening; let XMODEM do its thing.

On the receiving end, ";;" status lines appear in 64 mode. Refrain from jumping into download until you get a final cue that the sender is awaiting your NAK. Other messages caught in the pipeline when you exit terminal mode may lock up the program, or else trap you in a block 1 receive loop. So, be patient and wait a

HEARD IT ON THE GROUPVINE

By Eloisa G. Yeargaine

Compiled from the newsletters of clubs across the country.

SQUEEZING YOUR SPREADSHEET

The problem with spreadsheets is that they spread out. You can't put as much as you want on one page with an 80 column print out. The solution is to print in condensed mode and get 132 characters across. In order to do this, you must send a command to your printer BEFORE you load the spreadsheet. If you have a CARDCO interface, be sure to lock it into transparent mode first (see your manual for information on this).

For Prowriter and C. Itch:

```
OPEN1,4:PRINT#1,CHR$(27);CHR$(81):
CLOSE1
```

For Epson and Blue Chip:

```
OPEN1,4:PRINT#1,CHR$(15):CLOSE1
```

For Star Gemini:

```
OPEN1,4:PRINT#1,CHR$(27);CHR$(66);
CHR$(3):CLOSE1
```

--INPUT/OUTPUT, Newsletter of the Arizona

VIC & 64 Users (by Rebecca Boren)

DOODLE & PRINT SHOP COMBINED

If you own these excellent programs, you might like to put some PrintShop lettering on the screen, then decorate the display with Doodle's superior drawing options. If you have a machine language monitor, you can do it with ease. Let's say you wrote something with PrintShop and saved it as TEXT. Just enter your monitor and do this:

```
.L "TEXT",08
.T 4000 5F3F 6000
.F 5000 5FE7 01
.S "DDTEXT",08,5000,7F3F
```

Then, from Doodle, load TEXT and doodle to your heart's content. Of course, you can substitute any name for TEXT, as long as you add DD when saving it as a Doodle file. (Erik Francois)

--Santa Rosa (CA) Commodore User's Group

128 ONE-LINER

By Harold Williams

The Commodore 128 allows program lines to be 160 characters long. This opens up a world of possibilities for one line programs. Try this one.

```
10 COLOR0,1: CX=160: CY=100: SCALE1,320,280:
DO:A=RND(1)*4+1:S=RND(1)*5+1:GRAPHIC1,1:
COLOR1,S+1:FORI=1TO99STEPS:BOX1,CX-I,CY-I,
CX+I,CY+I,I*A:NEXT:SLEEP3:LOOP
```

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REVIEWS REVIEWS REVIEWS



MCCC NEWS REVIEWS THE LATEST SOFTWARE
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COLOR ME THE COMPUTER COLORING KIT Mindscape, Inc.

COLOR ME is definately a program that is not just for the kids. While this two disk computer coloring kit is designed to appeal to the younger set, parents will enjoy its capabilities and fresh looking cartoon characters as well.

The 56 page instruction manual is a nice change from the technical verbage that accompanies so many computer programs these days. It is written for children in a direct and simple style with numerous examples and illustrations. As with any well written program, it is almost unnecessary unless the user is totally new to computing.

COLOR ME allows you to draw pictures, designs or scribbles in 16 colors with 4 brush sizes using either a joystick or Koala Pad. The program includes the standard features of draw, fill, cops, zoom, erase, cut and paste, mirror, and print. COLOR ME recognizes color printers as well as black and white and will automatically shade areas when printing your color pictures on a black and white printer.

You may save your creations or borrow from the files on the picture disk. One exceptional feature of the disk formatting procedure for new picture disks is that the program will allow you or your child to format only blank disks. This means you will not have to worry that your children will accidentally format a disk containing your checkbook data for the last year.

I was delighted by the imaginative drawings included in the picture disk (many of them used in this issue). Rather than another set of realistic drawings of Mother Goose figures, these characters have a sense of humor which appeals to many age levels.

Supporting the basic art program are four additional picture disks which you may order from the manufacturer at \$9.95 each. A COLOR ME Supply Box is also avail-

able which includes buttons, cards, colored printer paper, a coloring book binder, and adhesive-backed printer paper for making stickers.

Be careful, though. This is a program you will find yourself playing with after the kids have gone to bed. You may also find your husband working on COLOR ME instead of that spreadsheet he loves!



WORLD'S GREATEST FOOTBALL GAME Epyx Software

If you are an avid football fan, take a look at The World's Greatest Football Game. This may not be the world's greatest computer football game but it certainly is the most thorough of any I have seen.

The instructions include both a general manual and a playbook. The manual is not well written and ambiguous unless you read the entire 9 pages to understand the total operation of the program.

The playbook is excellent-all diagrams in football terms and computer mapped positions on the screen. Here's a list of what you'll find.

- * 53 Offensive & Defensive Formations
- * 25 Offensive Receiver Routes
- * 53 Offensive Blocking Routes
- * 22 Offensive Blocking Routes and Quarterback Routes
- * 9 Man on Man Routes
- * 11 Defensive Line Routes
- * 54 Defensive Back Routes

Once you have mastered the varied commands and sequences that it requires to even have an opening kickoff, the game will play much faster. Designed for one or two players, the game features a dual screen view of the field that can be toggled in and out.

Just as some word processors or music synthesizers can be too difficult for some of us, The World's Greatest Football Game is designed for the expert. If only it included a feature for instant replays!

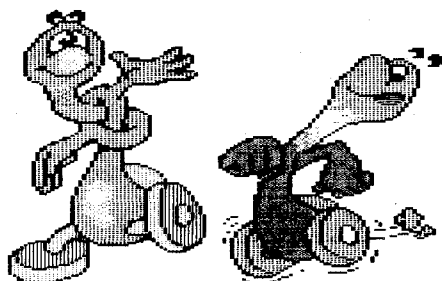
STUNT FLYER

SIERRA SOFTWARE

Strap yourself into the cockpit of the world's most maneuverable aircraft - the Pitts Special, and experience the same exhilaration that thrilled the daring barnstormers of the past.

The game comes complete with a thick instruction manual that will help you familiarize yourself with the controls that maneuver the aircraft and the gauges that monitor performance. Consult the manual for a review of the principles of flying. Then, visit the Stunt Flyer Airshow for an aerobatics demonstration.

The game is not the best flying game I have seen but it does have several good features not found on other games. The replay and judging options are unique and it is fun to watch as you perfect your skill.



A VIEW TO KILL

THE COMPUTER GAME

DOMARK SOFTWARE

DOMARK SOFTWARE has just released this great 007 game which is actually three games in one. You play the role of the famous super spy JAMES BOND, 007. The first part of the game is the PARIS CHASE in which BOND must chase the assassin May Day, who leaps from the top of the Eiffel Tower, and glides around the streets of Paris. As you can, tell if you have seen the movie, the story follows the game quite closely and is full of action.

The other two parts of the game, that must be played in order, are equally as interesting and challenging as the first part. The final part - THE SILICON VALLEY MINE is very similar to Impossible Mission by Epyx Software.

The game has one drawback which some players may see as a challenge. It has several obscure symbols that are difficult to see at times and even more difficult to

remember. This drawback, however, is not enough to keep this game from being excellent. There is also some good speech synthesis in the game!

FAST TRACKS:

COMPUTER SLOT CAR CONSTRUCTION KIT

ACTIVISION SOFTWARE

Create the most outrageous slot car tracks and experience the thrill of racing them. You can even send your tracks to a friend and challenge him to beat your best times. The package even includes a customized disk and mailer at no extra cost.

The game consist of a construction kit very similar to the game by ELECTRONIC ARTS called RACING DESTRUCTION SET. There are also several pre-built tracks on which you have complete control over speed and braking. All racing controls are joystick controlled. If the course you construct is not tough enough, there is no reason to start over, just go back and change it. This package comes complete with everything you need for days of enjoyment. This is a game I recommend, not only because of the excellent game play and graphics but also because it allows you to create your own games!

SPY VS SPY VOL. II

The ISLAND CAPER

First Star Software

THE ISLAND CAPER is the sequel to First Star Software's original computer game "MAD Magazine's Official SPY VS. SPY." The famous agents of "messpionage" are back in a new setting that features SIMULVISION a technique introduced to the undercover computer world by FIRST STAR.

The Island Caper takes place on an exotic tropical island complete with an active volcano and other natural hazards. On the islands (in some levels there are more than one), there are parts of a missile buried in the sand which must be assembled in order for you to escape by submarine before the volcano erupts! This is one of the most unique games to date for the Commodore 64 - 128! Quality graphics, sound and a cute adventure make this a most enjoyable game.

EIDOLON EPYX SOFTWARE

Scientific curiosity or passport to a magical dimension? Discover the secrets of the Eidolon, a mysterious 19th century machine powered by the forces of magic.

In the game you will have to control the powerful energies of this ancient apparatus, an unseen world is yours to explore. The Eidolon lets you teleport and transform enchanted creatures. The names of the creatures are as weird as the creatures - GREPS, BITER BIRDS, and BOTTLENECKS. In seven levels of graphically superb cave mazes, you will enjoy the ease with which your transportation vehicle's scrolls at the touch of the joystick. The scenery moves with amazing realism. At the end of each round you must challenge one final beast, the "Guardian Dragon". Only the adventurous of spirit will know his fate. The graphics and game premise makes Eidolon one-of-a-kind in the race to produce something new for the 64.

FIX IT - A Construction Set For the Mind Random House Software

FIX IT is a new game from Random House that is designed to challenge the mind. FIX IT calls on your ingenuity and ability to solve puzzles transforming them into working machines. A machine in this game comes in the form of a kit. As you might have guessed, the kits do not work until the parts are assembled in the right order. What makes this game difficult and interesting is that there may be more than one workable solution.

The game includes a built-in demonstration that helps you get started and gives you basic information on how each component works. The game, itself, consists of 200 "brain-teaser" kits which will test your creativity as they progressively get harder. There is also a design area where you may create and save problems for your friends.

If you enjoy puzzles and logic problems, FIX IT is an excellent choice of software. You will find colorful, challenging and even amusing puzzles complete with sound effects and the ability to build your own.

ESSEX: An Electronic Novel A Synapse & Broderbund Production

Monday evening as I boarded the spaceship Essex for the outer galaxies, I literally stumbled over the body of a dying man. With his final breath, he told me to give a letter to Commodore (?) Norton. I searched all night for the Commodore and never found him; but I did meet the Hamster People on the planet Malphormalleh and Queen Bctuma.

An electronic novel is much like a text adventure game, but is more complex. It also plays a little slower. The decisions made by the reader and the ensuing dialogue with the characters determine how the novel unfolds. Essex responds to a wide variety of commands as it has a vocabulary of 1200 words.

Your place in the game can be saved (bookmark command), a printed record of your progress through the game can be generated, and time and action can be sped up (time faster command). Included with the two disks (three) are instructions in the form of a hard cover novel, complete with dust jacket, plus a quick reference card.

Synapse and Broderbund are promising two more novels: Mindwheel and Brimstone. I am looking forward to reading them.

KORONIS RIFT EPYX SOFTWARE

KORONIS RIFT is another in the Lucas Film Series of games which are quickly gaining a reputation for exceptional graphics. In this game you explore the fabled Koronis Rift. On a remote backwater planet enveloped in deadly radiation, and so the story begins!

As a rough and tumble technoscavenger, you'll contend against hostile alien guards and vanquish them by destroying their powerful base. To survive, you must seize weapons and shields from abandoned ancient space hulks.

This is the first real fantasy-adventure game I have seen that has been excellently translated into 64 graphics and sound and still retained its identity. If you liked the other new Epyx Software game THE EIDOLON you should also enjoy this one!

NEW LIBRARY DISKS

BASIC TUTOR

MCCC #325

```

*****
* CONTENTS          LESSON 4.4    LESSON 9.1    *
* LESSON 1.1        LESSON 5.1    LESSON 9.2    *
* LESSON 1.2        LESSON 5.2    LESSON 9.3    *
* LESSON 2.1        LESSON 5.3    LINELIST.1    *
* LESSON 2.2        LESSON 6.1    LIST-ME (C)E2 *
* LESSON 3.1        LESSON 6.2    SPRITES TUT-1.64 *
* LESSON 3.2        LESSON 7.1    SPRITES TUT-2.64 *
* LESSON 3.3        LESSON 7.2    GRAPHIC TUT-1.64 *
* LESSON 4.1        LESSON 7.3    GRAPHIC TUT-2.64 *
* LESSON 4.2        LESSON 8.1    *
* LESSON 4.3        LESSON 8.2    *
*****

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CCCC UTILITY # 5

MCCC #916

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*****
* MENU              GRAPH PLOT INST  SINGLE PROG COPY *
*                  GRAPH PLOTTER    TONEPHONE DIALER *
* ALPHA INDEX       HAM CONTEST LOG  VOICE *
* BANNER PRINT      JOYSTICK TEST    VOICE BOOT *
* C64 BOOK FILE     LIST VARIABLES   VOICE BOOT INST *
* CODE DOCS         LISTER           VOICE WORDS *
* CODE INST         LOAD ADDRESS     ***** *
* CODE WIZARD       MANAGER 64       * (C) 1985 *
* COLOR CHART       MANAGER LOADER   * CCCC, INC. *
* COLOR TEST        PAPERBOY        * PO BOX 32548 *
* COMPUTER SKETCH   PAPERBOY INST    * TUCSON *
* DATA SEARCH      PROCHR WORKSHEET * ARIZONA 85751 *
* DIRECT PROG XFER  SCREEN 40 INST   * - *
* DISASSEMBLER      SCREEN 40.3.C    * OK TO COPY *
* DISK CHECKER      SCREEN 40.3.ML.D * NOT TO SELL *
* DISK FILE COPIER  SCREEN 40.3.PAL  * PLEASE LEAVE *
* DISK T&S PLUS     SCREEN DUMP      * CREDITS *
* DOS MENU          SCREEN SAMPLE    ***** *
* ENVELOPE MAKER    SCRNR-PRNTR SUBR *
* FILE DUMP-HEX     SEQ FILE READER *
*****

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MCCC #275

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*****
* -----          DDPARLOR          ----- *
* BJC DOODLE FILES DDHEARTS          TO VIEW DD FILES *
* FROM MCCC N/L    DDSCHOOL ROOM     LOAD *
* -----          DDComputer/DISK    ----- *
* DDGARF.BALLOONS DDBORDERS 1        AUTO.DDL.LDR.V2 *
* DDMICKEY/MINNIE DDSANTA/SNOWMAN     AUTO.DDL.LDR. *
* DDBRONC/BOOTS   DDSANTA - COLOR *
* DDSCHOOLROOM    DDTURKEY *
*****

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MCCC FWNC:MS V2

MCCC #262

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*****
* BOOT              REL.FILE.ML      CHAPTER. THESE *
* SYS LDR!          STOPWATCH        PUBLIC DOMAIN *
* MENU              UTILITIES        PRG ARE FREE TO *
* SPRITE EDIT       PIRATE MANAGER    COPY-NOT TO SALE *
* ULTRA-SOUND       PIRATE.MAIN      ----ENJOY!!!---- *
* SAMPLE MUSIC      SCRAMBLER        ----- *
* HARD FOR MONEY    AUTO RUN          UTILITY WEDGE BT *
* BILL BAILEY       MERGER            WEDGE *
* EYE OF TIGER      LOOPING DIR       UTY. WEDGE DOC *
* MAGIC             CAT MASTER        LIST SCROLL *
* RAIDERS           GEMINI 3 COL      GAP FILL *
* DEMO1             -----          DISKDOK *
* DEMO2             THE ABOVE WERE    DISK LOG *
* DEMO3             CONTRIBUTED BY    YELLOW PAGES *
* DEMO4             THE MCCC FORT     SPRINT *
* DEMO5             WORTH NIGHT       BLOCK ALLOCATE *
* COLOR EDIT        CHAPTER. THE PRG  9 SEC FORMAT NEW *
* RELATIVE FILES    BELOW ARE FROM   ERASER *
* REL.FILE.MAIN     THE ARLINGTON *
*****

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CCCC GAMES 2

MCCC #417

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*****
* BAAGLE VER1       CLR MILLEBRN     HORSE RACE *
* BAAGLE VER2       COMPNOP          INSTRUCTIONS *
* BACKGAMMON        COMTHELLO        INVADERS1 *
* BBONE.PB          CRAPS            MONSTER INSTRUCT *
* BIOGROUP          DODGE CARS       MONSTER *
* BUNNY BLAST       DOT MAN          WALL *
* CGR EX SEQ FILES  FIGHTER *
* CLR MIL INST      GOLF *
*****

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LABEL/DIRECTORIES

MCCC #276

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*****
* TINY DIRECTORY    MULTI-LABEL      DHS-BGU COND DLG *
* SHORT DIR         LABEL & LOAD     GEN+TYM 2-3 *
* 1525 DIR PRINT    DISK LABEL MAKER 3-COL DIR PRINT *
* GEMINI 3 COL      SUPER DIRECTORY  FAST 2-5 COL *
* CAT MASTER        CAT MASTER (GEM) GEN IB 2 COL *
* NEW DIR           3 COL GVERT      GENTY IB 3COL 12 *
* LABEL PRINTER     MCM DISK CAT     GENTY IB 3COL 15 *
* GEMINI/TYMAC DIR  MCM DIR          GENTY IB3 LH *
* DIRECTORY PRT     GEN TINY 2 COL   GENTY IB3 TH *
* 1526/802          DIR PRINT 2-5    GENTY IB3 MH *
* BRUCE'S LABEL MA  COND GEN 2-5     OKIDATA DIR PRNT *
* PRINT LABELS      GEN-TYM 2-5      GEN-TYM 2-5 DS *
* BRUCE'S PROG LAB  GEN/TYM TNY ENV *
*****

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TPUG JAN 85.C

MCCC #826

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*****
|-----| - UTILITIES - - EDUCATION - |
|-----|
| TPUG - - - - - |
| - JANUARY 1985 - SCREEN 40.3.C ALPHADOT.C |
| - COMMODORE 64 - SCREEN 40.3.ML.D MULT QUIZ.C |
| - MONTHLY DISK - SCREEN 40.3.PAL - - - - - |
|-----| 40.3 SAMPLE.C -TERMINAL PROG - |
| - PREPARED BY - CODE DOC.C - - - - - |
| -DAVID BRADLEY- CODE WIZARD.C TERMINAL.C1 V2.C |
|-----| MANAGER DOC.C TERM.C1 V2 |
| -IF YOU HAVE A- MANAGER 64.C - - - - - |
| -PRINTER LOAD &- - - - - MUSIC - |
|-----|
| - RUN - - MISC - - - - - |
|-----|
| - DOC PRINTER.C - - - - - THUNDER LOADER.C |
|-----|
| JOYSTICK TEST.C THE THUNDERER |
| -IF YOU DON'T - DANCING MOUSE.C MINUTE LOADER.C |
| -THEN LOAD AND - DRINK & DRIVE.C MINUTE WALTZ |
|-----|
| - RUN - - - - - THOSE LOADER.C |
|-----|
| - DOC VIEWER.C - - GAMES - - THOSE WERE THE |
|-----|
| DOC VIEWER.C GRUNGY TOWERS2.C - GOOD LUCK... - |
| JAN DOC 40.D ALIEN CITY.C - - - - - |
| DOC PRINTER.C RUN RIKI RUN.C |
| JAN DOC 80.D STOCK MARKET.C |
|-----|

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PRINTER PICTURES

MCCC #416

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*****
| --RUN ME FIRST-- MICKEY MOUSE SPACE SHUTTLE |
| JHF FILE READER PART1 SANTA STATUE-DAVID |
| 3 WISE MEN PART2 SANTA TWEETIE PIE |
| ANNIV-CARD PIX PINK PANTHER RET WINNIE THE POOH |
| CAPT KIRK SCHLITZ-CAN-OF WOODSTOCK |
| CHARLIE BROWN SCHRODER XMAS TREE |
| CMDR-SPOCK SEASONS GREETINGS |
| JFK BUST SKULL |
| LINUS SNOOPY DANCING |

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SOF-TEX 128 DEMO

MCCC #700

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| KEY FILE SPIRO 128 EDTASM.DOC |
| GRAPHIC GULLS 128MEMAP |
| GRAPHICS DEMO CRAZY LINES 128 ROMMAP |
| CROSSUP LIGHTNING SEQ RDR 128 |
| EXERCISE SPIRO2 64 10KEY |
| FREE SHAPES 3D GRAPHIC SMLTRM.V9 |
| DESIGN MEMMAP.TEX128 FONTS 128 |
| SHOWOFF POWRUP.TXT128 LOADCHAR |
| GEO DEMO SMALL TERM 128 THIN |
| GREAT GRAPHICS SMLTRM 2 ISO 128 |
| DEMO2 PUR009.ASC PRNT SEQ 128 |
| GREAT GR 2 128 ASSEMBLER ISO DEMO |
| SHOWOFF 2 123 EDITOR |

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MCCC #274

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| --BJC PS PIX-- GARFIELD BUGS BUNNY |
| DISKS ODIE SNOOPY.STAGE |
| PALM GARF.HEAD SNOOPY.DANCE |
| WAVES OSCAR SCHROEDER |
| NOTES MICKEY2 WOODSTOCK.TREE |
| SHELL ERNIE WOODSTOCK |
| POINT RT PLUTO LIGHTHOUSE |
| LIBERTY BELL MINNIE BORDER.P |
| LIBERTY 1 GROVER HOLMES.RVS |
| NEW BUNNY BERT FILM |
| CLAVIER CAT1 POINTSETTIA |
| TEMPLE GOOFY S.HOLMES |
| TEXAS SNOOPY1 --PS SCR MAG-- |
| MCCC 1 CB WAVE PLOT |
| MCCC LOGO LINUS CONCENTRIC CIRC |
| CACTUS RED BARON SINE WAVE PLOT |
| JIGSAW CAT2 GALAXY PLOT |
| HATS OFF COOKIE MONSTER TORDID PLOT |
| BUNNY CAT3 LEAVES PLOT |
| AIRPLANE GARF.SUN --PS OTHER CLUBS |
| CORNER GOOFY2 MOD.ISLAND |
| CORNER2 PLUTO2 PIZZA MONSTER |
| USER GARF.CANE PAGODA |
| CABLECAR DONALD DUCK LOCK N KEY |
| MORTARBOARD SNOOPY.PEN OWL1 |
| LIPS MICKEY ROCK CONBO |
| RIBBON MICKEY.WAVE UNICORN |
| CAMERA GARF.GUITAR MOTORHOM |
| FLOWER GARF.SWIM MOTORBOAT |
| HORSE HEAD GARF.STAGE |

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BASIC PLUS 3.2

MCCC #273

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| BOOT LINE DEMO UNITS/CIRCUIT |
| MENU JOY DEMO >ASSEMBLY LANG-< |
| BASIC PLUS 3.2 RECORD DEMO >UAGE SOURCE < |
| MLM >VARIABLE DUMP < > FILES (NAE) < |
| HELP DUMP BP3.2 |
| ML HELP >OTHER PROGRAMS< BP3.2I |
| INST3 .INS DTMF BP3.2H |
| RECOLOR DISK EDITOR BP3.2A |
| >DEMO PROGRAMS < FILE TRACER BP3.2B |
| SOUND DEMO DISK FILE UNNEW BP3.2C |
| FETCH DEMO VIEW BAM 64 BP3.2D |
| CLOCK DEMO BASE CONVERSION BP3.2E |
| TIME SPRITES MORSE CODE BP3.2F |
| CHAIN DEMO LARGE PRINTER BP3.2G |
| TRAP DEMO DUAL DRIVE COPY >RELATIVE FILE < |
| HELICOPTER DEMO RESET-NOT > FOR DEMO < |
| DEFCHAR DEMO SUPER FREE TESTREL |
| DIR DEMO ENCODER >END OF DIR < |
| FIND DEMO RANDOM PATTERN |
| LINEINPUT DEMO SOUND MAKER |
| HIRES DEMO FILE COUNTER |

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CHAPTER NEWS

FT. WORTH

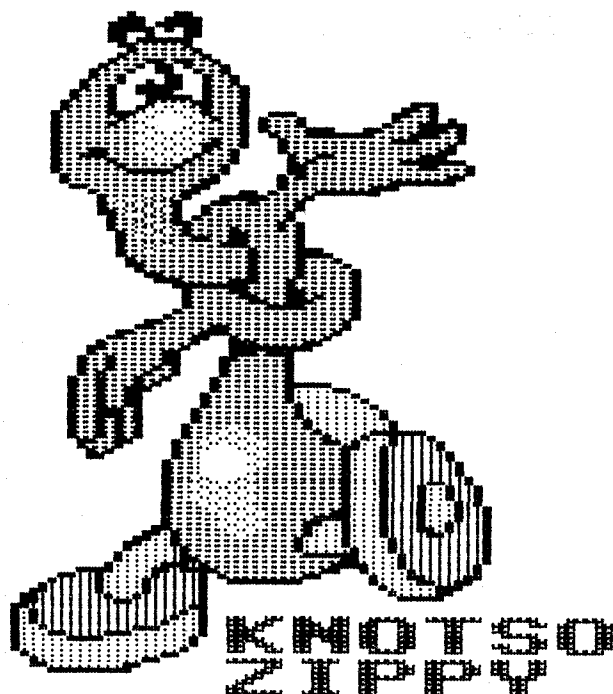
The Fort Worth Chapter enjoyed a very busy October meeting which included Richard Bilyea from Software Terminal demonstrating the Amiga, Okley Moss showing how our BBS works and Bob Krause giving helpful notes on Speedscript.

Our next meeting will be November 16 at 1:30 pm in Room 2 at GDRA. The speaker will be Glenn Baird, describing a plotting program he has written which wedges into Basic to add many useful graphics and printing commands. We will have some demonstrations of library disks, too.

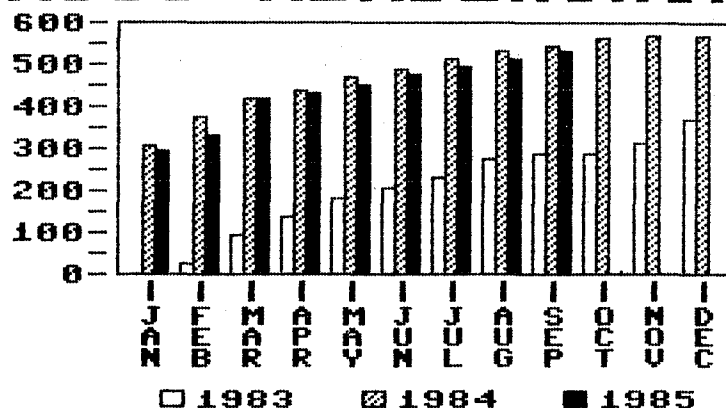
Remember, November 16 is chapter election day!-Mary Louise Hagemeyer

ARLINGTON

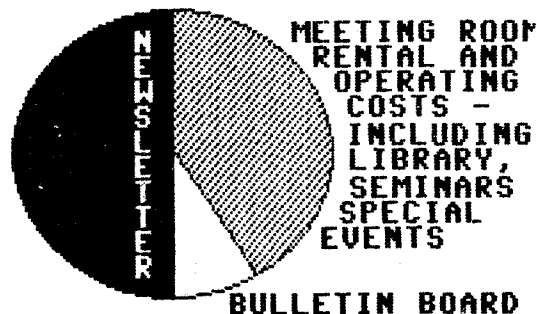
The Arlington Chapter will meet 10:00 AM, November 9, at the Downtown Arlington Library. Pat McCoy will present a program on the Fleet System II word processor. Business will include nominations for next year's chapter officers.-Jonathan Riba



MCCC MEMBERSHIP



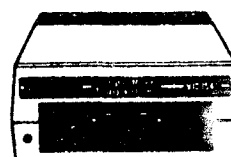
HOW YOUR MCCC DOLLAR IS SPENT...



Candidates for The Executive Board Of Directors 1986

These people have been nominated by the current Board of Directors:

President:	Ray Montoro
Vice President:	Don Bennett
Treasurer:	Bill Raecke
Secretary:	Harold Williams
Newsletter Editors:	Laura Clements Barbara Cramer
Librarian:	Tony Velez
Educational Chrmn.:	Garry Wordelman Mary Louise Hagemeyer



SOF-TEX

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Commodore 64
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The MCCC owes a debt of thanks to two organizations for their help at the October Quarterly Meeting. Thanks to:

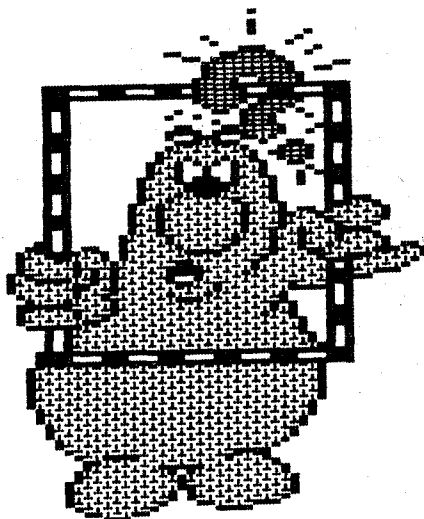
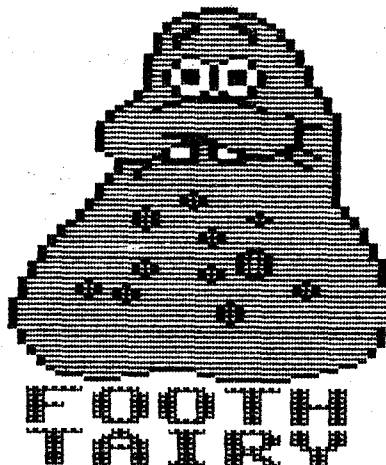
FEDERATED (VIDEOLAND)

For demonstrating the C128 and providing the large screen television.

And thanks to:

SOFTWARE TERMINAL

For an excellent demonstration of the new Amiga.



HAVE YOU EVER WONDERED WHY?

...a lightning storm comes along as you enter the time you're about to win a seven hour long adventure game?

...the keyboard locks up as you enter the last line of a long program?

...the joystick jams as you are about to break the Pacman record score?

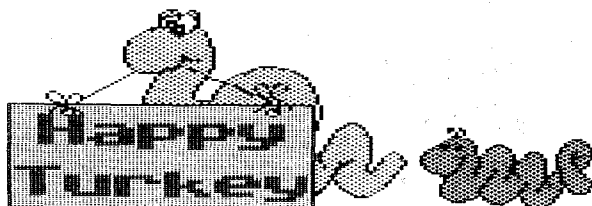
...147 other people type in the same program from a magazine and yours is the only one that didn't run?

MCCC NEWS

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